

The Fantasy Trip™

Tollenkar's Lair

Adventure Supplement



FROM THE PUBLISHER

For whom is a game designed?

A game may satisfy the designer, the publisher, or the gamer. The best games satisfy all, the worst only one. **THE FANTASY TRIP** game system satisfies all three with its inexpensive format because:

1. it allows all the designer's material to be published,
2. the publisher is assured a fast-selling product,
3. the gamer gets a bargain fantasy role-playing game system.

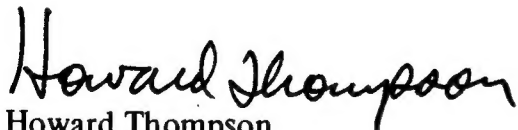
What you don't get is a box of expensive, marginally useful components.

The booklet modules don't provide playing pieces. Examples in some modules show playing pieces from **THE FANTASY TRIP: MELEE** and **WIZARD**. They aren't strictly necessary. You can use chess pieces, beads, or other small objects just as well. You may wish to buy, or may already own, some of the metal miniatures sold for this purpose. The choice is yours.

All necessary forms and map blanks are included. You may photocopy these for your personal use. In some cases, you may wish to use scratch paper instead. Again, the choice is yours. All you buy is the *necessary* minimum.

THE FANTASY TRIP is the best fantasy role-playing game system published yet. We decided to make it inexpensive because we wanted more people to be able to play it. There are lots of ways to spend your gaming dollar. **THE FANTASY TRIP** requires only the necessary minimum and leaves you maximum choice. That's best for the designer, the publisher, and you.

GOOD GAMING,



Howard Thompson
METAGAMING

Tollenkar's Lair

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TOLLENKAR'S LAIR

This is a complete labyrinth background and set-up for use with Metagaming's IN THE LABYRINTH system. The Game Master (GM) must have the Game Master's Module for IN THE LABYRINTH, either the MELEE or ADVANCED MELEE weapons combat module, and either the WIZARD or ADVANCED WIZARD magical combat module. ADVANCED MELEE and ADVANCED WIZARD are needed to play the bottom two levels.

The GM should read the entire scenario carefully, since he will have to play all these characters. The players should NOT have access to all this information; they should be told only those things under PLAYER'S INFORMATION. If they want to know more, they'll have to find it out for themselves.

The labyrinth map is enclosed with this booklet. Tunnel sections that go off the map should be treated as dead ends.

(OK starting with "Beginning characters. . .")

Beginning characters will definitely not be able to make it all the way down to the sixth level. That task will require experience and talent. The players may wish to mount several successive attacks on the labyrinth over a period of time — or, to learn the game, the GM could choose to let each player start with a more experienced (say, 40-point) character. Another alternative would be to play it as a three-level labyrinth; seal off the fourth level and below, forget about the wizard, and assume that the lair of the thug-chief Little Kess is the greatest hazard and biggest hoard. This produces a labyrinth which can (in time, and with losses) be completely conquered by relatively inexperienced characters.

BACKGROUND — FOR THE GAME MASTER

Landmaster Hall was destroyed 248 years ago. Nothing remains above ground but scattered rubble. The tunnel complex below remains . . . and has recently been put to sinister use.

Tollenkar ab-Feersuf Bly Wen Bly, a mage of no mean repute, yearns for temporal power to match his wizardly skills. He has, for the past ten years, been plotting to overthrow the rightful ruler of the area, the aging Duke Dran XII. The Duke knows this, and Tollenkar is a hunted man. But in his new hideout he feels safe.

Tollenkar lives on the sixth and lowest level of the Landmaster labyrinth, along with his concubine, his three apprentices, and his personal bodyguard. He also has there his sorcerous laboratory, his library of grimoires, and a small hoard of treasure. Most of the money he gains goes into hiring mercenaries outside the Duchy and officials within, keeping them in readiness for the day Tollenkar makes his move.

Tollenkar never goes up through the labyrinth; his dealings with the outside world are handled by way of a Gate which connects his laboratory with a room in one of the poorer hostels in Dranning. The upper levels of the labyrinth are his defense in depth. The fifth level is patrolled by hired braves. (The duty is boring, but they are VERY well paid for their reliability and lack of curiosity.) The fourth level is booby-trapped and full of vermin. The first, second, and third levels are defended by Tollenkar's pawn, Little Kess.

Little Kess is a bandit leader. There is little remarkable about him or his three lieutenants, and nothing at all interesting about the rest of his band; they are thugs, alley-bashers, and bandits of the less talented sort. They know that the fourth level is dangerous; several of their number have ventured there and not been heard of again. Most of the gang believes this is merely because of old booby-traps and dangerous beasts; only Kess and his three lieutenants know differently. Strict orders have been given to the thugs to leave the fourth level alone; these orders are now obeyed.

Tollenkar paid Kess a goodly sum to bring his band to the area in the first place. He had two reasons. The first, of course, was his desire to get some cheap guards (even if they weren't too good) to give his small force of braves advance warning of intrusion. The second reason was more subtle. Tollenkar has been encouraging Kess in his depredations, and even helping in inconspicuous ways. But he does not permit Kess to hire wizards for his band. Tollenkar intends the bandits to become an increasing thorn in Duke Dran's side. His hope is that one day soon Dran, never suspecting the hand of his wizardly foe in the matter, will send (or even *lead*) a force to deal with the bandits. Of course, an "army" suitable for crushing a bandit band is in trouble if ambushed by a large mercenary force, backed up by an experienced mage and his apprentices. Tollenkar is maturing other plots, of course — but this is his big one.

Little Kess knows nothing about any of this; he thinks Tollenkar just wants him and his men as cover, and he's happy to accept Tollenkar's money. He and his three henchmen are the only bandits who know that the lower levels are inhabited at all. Right now, Kess' force numbers 26, including himself.

PLAYING THE GM CHARACTERS

Little Kess and his thugs are lazy, vicious and unprincipled. They will accept bribes, but (except on a reaction roll of 6) will not stay bribed. They think of themselves as dangerous fighters, but will flee if obviously overmatched. Only Kess and his lieutenants know how to summon help from lower levels. They will go to the braves only in dire emergency, and will not venture to send for Tollenkar at all. Reason: they're afraid of Tollenkar, and want to look good. In general, the GM may play these small-time crooks as the fools they are.

Similarly, their thug-sentries are likely to try to fight any invaders themselves, instead of sending for help, unless they're obviously losing. Then they run. The thugs will not follow a party down to the fourth level, but will lie in ambush and hope they return.

The hired braves on the fifth level are professional fighters; they know their job is to stop intruders. They will shoot first and ask questions later unless they hear the password (which Kess and his lieutenants know). If the password is

given they will permit someone to advance and be recognized — but they will *still* attack anyone except Kess or a lieutenant.

If faced with an invasion, they will perform in a military manner; their SOP is to attempt one shot from ambush if it seems expedient, but (in any case) to alert the rest of the guards before joining combat. The sentries have gongs which they will use if they can't send a runner. This group is no pushover. They may succumb to cleverness, but against a purely military attack the GM should play as cleverly as he can.

The bravoos know they face punishment if they disturb Tollenkar unnecessarily. Therefore, they will not summon him (or even alert him) unless half their number are dead, or an enemy party has already gone onto the sixth level. The bravoos will follow a party onto the sixth level and fight them there.

On the sixth level, the apprentices Porphyry and Winton will fight only if cornered; otherwise, they will run for help from Tollenkar or Ranulf Redhand. Tarve will conduct a fighting retreat while yelling for help. Ranulf will attack immediately, shouting war-cries. (He is not subtle at all.) Tollenkar will act to save his own skin, but this will probably include an attack. He will immediately create an image to summon the bravoos from the fourth level, if they're not already on hand. If the situation seems serious, he will try to get to Jaggado (q.v.) to send him into the fray.

If Tollenkar feels his life is threatened, he will try to go through the Gate to safety. If there's time, he'll try to gather up a few of the more valuable items from his rooms. The other wizards will also use the Gate in a pinch. They will not escort the bravoos though — they will leave them behind as a rearguard, promising (falsely) to return with reinforcements. They will leave Ranulf and/or Jaggado behind if necessary, but will save these valued guards if they can.

Tollenkar and his men will not go up to the higher levels to repel an invasion, though they may chase fugitives through the higher levels to insure that nobody who has seen them will return to tell the tale. Similarly, the bravoos will not go up to help Little Kess, even if summoned — but they will set ambushes at the entrances to the fourth level and wait gleefully for the slaughter. They, too, will pursue fugitives to higher levels, though they will not go up themselves to join battle.

Noise: Any of Tollenkar's hirelings or bravoos will investigate any peculiar noise he hears. Kess' men will investigate on a roll of 1 - 4 if on sentry duty, and on a roll of 1 - 2 otherwise. Sleeping or drunk characters will never investigate any noise unless it is within a few hexes and wakes them up.

Players should also be given the benefit of hearing appropriate noises. At various spots on the first three levels, they may hear loud partying, drunken snores, quiet conversation, or the sound of archery practice. On the fourth level they will hear nothing but water dripping and rats squeaking (unless they are pursued, or someone falls down). On the fifth level they will hear conversation if (by luck) they catch any of the bravoos together and unawares. On the sixth level they will hear nothing from Ranulf. There is a 1 in 6 chance that any wizard or apprentice they encounter will be talking to himself or casting an enchantment in a normal speaking voice. There is a 1 in 6 chance that Lydia the concubine will be singing (about normal conversation level) when the party goes by her door.

Light: The first three levels are lighted by torches and oil lanterns stuck randomly along the walls every 10 - 20 hexes; if location becomes important, the GM can determine where. The fourth level is unlighted. The entrances to the fifth level are lighted, but the sentries stay back, in darkness, to watch. The rest of the fifth level, and all of the sixth level, are well-lighted, using oil lamps and occasional items with Light spells (not permanent) on them.

PREPARING FOR THE ADVENTURE

The party may start the game at any one of the towns or villages shown on the map. The village of Bendwyn (see map in Game Master's Module) is as good as any. Since Bendwyn does not have a great variety of shops, though, it would be



best to have the players create their characters in the large city of Dranning, find jobs there, work for a month or so (played out in a few minutes!) to make money, and outfit themselves there before taking the high-road to Bendwyn. In Dranning they heard there was adventure and gold to be had near Bendwyn. Reaching Bendwyn, they learn more:

PLAYERS' INFORMATION

The GM should give the players this much data (and no more) to start the adventure. The method is up to the GM; tavern rumors, travellers' tales, public proclamations, intercepted messages, the dying words of injured strangers . . . take your pick.

For several months, a bandit gang has been active around the Huldre Forest area. At first, travellers were waylaid and farmhouses robbed; then caravans were raided at night . . . then even in daytime. Two weeks ago, an entire village was sacked and burned. The survivors described the attackers as being maybe 30 in number, mostly men and orcs. Apparently none of them used magic.

The attackers left three of their number dead – and one wounded. He lived for almost ten minutes after the returning villagers found him. Unfortunately, it didn't occur to them to ask questions while they were stoning him to death. He talked anyway, of course – quite incoherently. His last words were "Not me! Get them! I'll tell you where! Get Lamster Hall and . . ." Or something like that. The locals are now looking for someone named Lamster Hall.

The local Duke is very concerned about the situation. He has put a price of 50 gold pieces on the head of each member of the gang – 100 for its leader. The reward is doubled for any bandit brought in for public torture and execution.

You (the players) find this whole situation very interesting – the more so since you have one added piece of information. You have come into possession of a very old map of the area. It shows most of the local villages, plus a couple that have vanished . . . and in the middle of what is now untracked wood, it shows a large manor house named Landmaster Hall. Maybe there's a connection . . .

Of course, the taverns are full of stories. There is a rumor that a vampire Giant is stalking the wood in the north part of Huldre Forest, draining whole horses and cows in one night. A young farm girl picked up a jewelled ring from the dust last week and a voice spoke to her, telling her to dig deep in that same spot; her father did so, and found four hundred pieces of gold. The heralds in Dranning are crying the Duke's offer of 10,000 hectares of good farmland and a grant of arms to whoever brings the traitor mage Tollenkar to justice; it is said that anyone who does so will deserve this reward twice over before his work is done. An earth elemental appeared on a city street last week and bludgeoned two men to death before the Sorcerers' Guildmaster arrived on the scene and destroyed it. A mad magicker painted the Word of Command "CRAWL!" on a building facing Dranning's busiest street; traffic was snarled for two days while the people (unsuccessfully) attempted to cover it with paint, throw a sheet over it, or chip it off while crawling past. (The final method of removal was quite simple, but caused extensive damage to the building.) A highwayman is working the roads north of Dranning (which is not unusual) – but witnesses agree he is at least seven feet tall, bright blue in color, and excessively courtly

to all his victims. An artifact resembling a giant chamber-pot with three handles has been found, and the Mechanics' Guild is trying to un-gum the clockwork inside to see what it does. And so on . . .

All these stories except the one about Tollenkar are "red herrings" – unless you, the GM, decide to work one of them into the adventure! Be sure they hear about Tollenkar, but don't be obvious about it.

That is all the players will be able to learn without actually venturing to the site of Landmaster Hall. Should they go there, they will have little trouble finding the old manor-house; a half-dozen trails lead to it, and the slovenly thugs who live there have made little effort to conceal their presence. The house itself is gone; nothing remains but scattered stones. As the party peers from the edge of the woods, they see two figures sitting atop a small pile of rocks – and here the adventure begins.

ABOVE GROUND

Where the house was, there is now only a clearing in the woods, maybe a half-kilometer square. In the approximate center is a pile of rocks a megahex in size, stacked maybe waist-high. There is no other cover nearby, and no significant obstacles. Unless the party uses some special ability, they will be seen by the time they are 40 meters away. The guards are two of Little Kess' thugs (roll from the Thug Table below). They are drinking. Like other guards, they will attack if suspicious: -2 on any reaction roll.

On top of the rock-pile is a heavy wooden door; it is not locked, but will take 2 turns to open if two men work, or 3 turns for one man. It leads into the labyrinth.

THUG TABLE

Whenever any of Kess' unnamed thugs are encountered, roll from this table. If by chance you roll one of Kess' lieutenants, he appears then and there – not where the setup places him. Kess himself does not stand guard duty, so if he appears on a "guard" roll, roll another thug to be the guard. Kess will still be there, checking his sentries.

Roll two dice:

- 2 – Jeremy Drool (human) – Kess' chief lieutenant. ST 15, DX 13, IQ 8. Carries a battleaxe (ready) and a shortsword (on his belt). Has \$11 and silver ring worth \$50.
- 3 – Rastaban (orc) – a lieutenant. ST 13, DX 15 (13), IQ 10. Carries a morningstar; wears leather armor. Has \$38; wears jewelry worth \$70.
- 4 – Thug (dwarf): ST 15, DX 12 (9), IQ 10. Carries a pike ax, wears chainmail. Has small ax at belt, \$3, gold neck-chain worth \$100.
- 5 – Thug (orc): ST 10, DX 12, IQ 10. Carries cutlass and two daggers. Has \$15; nothing else.
- 6 – Thug (human): ST 12, DX 12 (10), IQ 8. Leather armor. Carries broadsword. Knife at belt. No money; jewelry worth \$30.
- 7 – Thug (human): ST 11, DX 13 (12), IQ 9. Carries shortsword, wears cloth armor. Knife at belt. Carries \$20.
- 8 – Thug (human): ST 10, DX 12, IQ 9. Carries cutlass and small shield. Wears rings worth \$10.
- 9 – Thug (orc): ST 11, DX 11, IQ 9. Carries mace. Wears wristlet worth \$20.
- 10 – Thug (goblin): ST 9, DX 13, IQ 10. Carries rapier; has small bow and quiver on back, and \$65.

11 – Deacon Dimwit (human) – a lieutenant. Very tall and thin. ST 16, DX 14 (12), IQ 7. Carries 2-handed sword, shortsword and three knives on belt. Has Thrown Weapons talent. Wears leather armor. Wears leather bag of ill-smelling stuff around his neck. He thinks it's magic (it's not). Has \$60 and jewelry worth \$35.

12 – Little Kess himself. Short but powerful: ST 14, DX 13, IQ 12. Carries a morningstar; shortsword at belt. Has Charisma and New Followers ability. His morningstar is his greatest treasure; it is magic and does one extra hit of damage. He also carries \$30 in silver, \$70 in gems, jewelry and rings worth \$200, and a jewelled dagger (worth \$120) in his boot. If he can get his hand out of sight, he can ready that weapon when you're not looking – and the boot-sheath is a good one. A searcher will only spot it on a 3-die roll vs. IQ.

All these brigands have the talents necessary to use whatever weapons they carry. If a number is given in parentheses after DX – i.e., DX 14(12) – the second number is adjDX allowing for armor. They have no other talents except for those listed.

ENTERING THE LABYRINTH

Once the party deals with the sentries, they may enter the labyrinth. The GM tells them what they see (according to this key); they may ask questions, and should definitely try to make a map. They will have various encounters (hopefully, they can avoid letting foes call for help, or they'll be swamped). Some of the encounters will be planned; others will be semi-random, as described below.

NUISANCE ENCOUNTERS, SENTRIES, AND RANDOM THUGS

There are relatively few "nuisance creatures" here; the human-types living in the labyrinth keep them down. The exception is the fourth level, which is uninhabited and never entered except to check the traps and alarms there. The rest of the complex is almost vermin-free.

However, there is a good chance of accidentally running into one of the hirelings of either Little Kess (on an upper level) or Tollenkar (lower down). Therefore, the tables below cover both nuisance creatures and occasional man-types.

Roll 1 die every turn. On a 6, roll again on the appropriate table below.

LEVELS 1 - 3

- 1, 2, 3 – nothing
- 4 – bat (harmless variety)
- 5 – rat (harmless unless attacked)
- 6 – one of Kess' thugs (not expecting trouble)

LEVEL 4

- 1, 2 – nothing
- 3 – Green Slime
- 4 – 50 rats. Not necessarily harmless. (This can only come up twice per adventure – after that, 4 = nothing.)
- 5 – 10 wasps. Definitely not harmless. (This can only come up three times per adventure – after all 30 wasps are dead or the nest is destroyed, 5 = nothing.)
- 6 – Any kind of slime the GM wants.

LEVEL 5

- 1, 2, 3 – nothing
- 4 – bat (harmless)
- 5 – one of Tollenkar's bravoos (not expecting trouble)
- 6 – one of Tollenkar's bravoos (thinks he heard a noise)

LEVEL 6

- 2 – Tollenkar
- 3 – Ranulf Redhand

4 – Porphyry the apprentice

5, 6, 7, 8, 9 – nothing

10 – Winton the apprentice

11 – Tarve the senior apprentice

12 – An image of Tollenkar delivering a message.

Whenever a GM character is brought into play by these tables, he stays in play until he is killed or the party escapes from the labyrinth. If a named character appears, he starts play *there* (or close by, as the GM deems logical), and not at his place in the original set-up. If one of the unnamed thugs or bravoos appears, subtract one from the nearest spot on the set-up (and assume that that character was taking a little walk).

Any character brought into play in this way should be introduced in a logical fashion. If the characters are in a room where a drunken party was just going on, and a random thug appears, he should come cheerfully in to join the party. If they just passed a storeroom without investigating it, he might come out of the storeroom. And so on.

RECURRING SITUATIONS

The following situations occur repeatedly in this labyrinth; they are marked with the appropriate letter on the labyrinth map each time they occur. By adding or subtracting letters on the map, of course, GMs may move these things around or add new ones.

A – The water shown at this point is around 40cm. deep (knee high). As described under ADVERSE CONDITIONS in ADVANCED MELEE, these hexes cut MA of all figures in half, subtract 2 from the DX of anyone fighting, and require a 3-die saving roll on DX (at the -2) to avoid falling whenever someone tries to run through. The bottom cannot be seen.

B – The water shown here is about four meters deep (overhead), though the first half-meter on each side is only knee-high. The water is so dirty the bottom cannot be seen. Anyone who steps into it is in trouble – see "Drowning" under ADVERSE CONDITIONS in ADVANCED MELEE. Furthermore, there is a possibility that the water is inhabited. Roll one die:

- 1 – 10 Piranha
- 2 – Naughty Minnows
- 3 – Green Slime
- 4, 5, 6 – nothing.

The bottom of the pool will probably yield valuables, if the party thinks to look and has the time and ingenuity to retrieve them:

- 1 – decaying corpse in chainmail; ring worth \$30
- 2 – one gold piece
- 3 – one silver torc worth \$40
- 4 – one rusty dagger
- 5 – burlap bag of stinking garbage
- 6 – roll for two of the above

C – One ordinary slime. On a roll of 1 or 2, it is green; 3 or 4, brown, 5 or 6, red. It will always attempt an ambush.

D – A dead thug, or the slime-eaten remains of one – left to discourage the other thugs from entering the fourth level. Roll from the Thug Table to see what the body has on it. Then roll one die; on a 5 or 6 the money and jewels will still be there, but the gear will be there in any event. This dead thug does NOT count as one of Kess' 26 men.

E – A scorpion – the half-meter-long kind. Tollenkar has a few of these brought in every week; the sentries shoo them away when they try to come down to the sixth level. ST 4, DX 10, IQ 1, MA 12 (see NUISANCE CREATURES in GM Module). Will ambush.

- F – A meter-long centipede. ST 3, DX 10, IQ 1, MA 14. Scuttles up a man and tries to bite exposed skin (HTH combat). Poison does 1 die damage if centipede hits. If body fluid of centipede is left on a weapon, that weapon will do 2 extra hits of damage *once* – next time it strikes anything but another centipede. However, the juice is corrosive. If it gets in a scabbard and is not cleaned out, the weapon will be ruined after a week in that scabbard.
- G – A hex full of rubble. This is considered “broken ground” – DX -2 while fighting, and a 3-die saving roll on DX (at the -2) is required if anyone runs (moves more than half their MA in one turn) and passes through one or more rubble hexes.
- H – There are four of these on Levels 1 - 4; one-hex rooms concealed by hidden doors – 5 dice vs. IQ to see, 4 to open. The idiot thugs are unaware of their existence. Should one of these rooms be found, roll 2 dice to determine what was stored there by the long-gone masters of Landmaster Hall:
- 2 – 3 doses healing potion. (see ADVANCED WIZARD)
 - 3 – 1 dose healing potion. (see ADVANCED WIZARD)
 - 4 – Old maps, worth \$200 to the Scholars’ Guild.
 - 5 – A sealed tube of the kind magic scrolls are kept in. Labelled “Fireball” in human tongue – but sheet inside is blank.
 - 6, 7, 8 – nothing of value.
 - 9 – One Green Slime. (They get in everywhere!)
 - 10 – Jewelled, silver shortsword – worth \$800.
 - 11 – A sealed tube of the kind magic scrolls are kept in. Labelled “Freeze” in Dwarvish. Actually contains Freeze spell, also in Dwarvish. (see ADVANCED WIZARD)
 - 12 – Blade trap! A heavy sickle-like blade swings down two turns AFTER the door is opened, doing 3 dice damage to any character in the center of the room. 5 dice to detect before door is opened. 5 dice to disarm. Easy to avoid if triggered deliberately; 4/DX to avoid if it surprises you. Roll again for contents (if any) of this room.

In each case, any valuables in the room will be on shelves, among empty boxes, etc. Finding something, even if it’s there, is not automatic; roll 3 dice vs. IQ each turn for each character looking, until anything there is found.

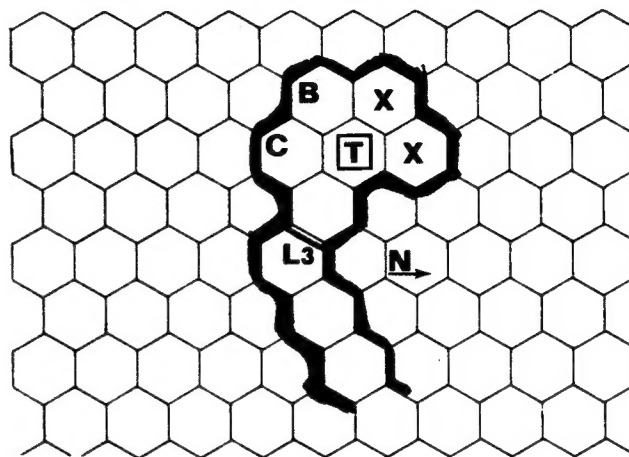
LEVEL 1

The legend for each number describes everything which the party *might* see or find at that spot. The GM is obliged to give them only as much information as they earn by virtue of their talents, actions, specific questions, or lucky rolls.

- 1 – Scorch marks on the floor, broken bottles kicked to the side, firewood piled in the corner. This is obviously where the thugs cook (having a chimney overhead). A door is visible, two hexes away from the bottom stair hex. It is locked (3 dice). There is a trap on that door (4 dice to see, 4 to remove). If set off, it will sound an alarm. The alarm is rusty, though, and will only be heard by the sentry at 16. He *will* investigate. There is a 1-hex room behind the door. It contains a great variety of cooking utensils, and nothing else.
- 2 – This is a storage room; the door is unlocked. It contains dried food, much of it not fit to eat. Secret room H at back.

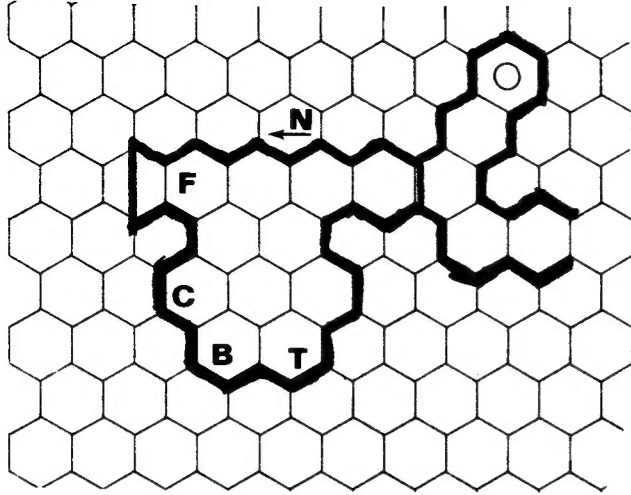
- 3 – This door is closed but not locked.
- 4 – A room (see Figure 1 - 1). It contains two thugs from the Thug Table (at the Xs), several old rugs on the floor, a large table (at T) with chairs around it, and two large boxes against the wall. Box B contains nothing but old clothes. Box C contains more clothes, but has a bag containing two silver candlesticks at the very bottom. These are each about a half-meter long; they are worth \$150 apiece and weigh ½ kg each. They are heavy enough to use as clubs, and one has hair and dried blood on one end, suggesting that the idea occurred to a previous owner.

Figure 1-1



- 5 – This room is empty except for dust. The door is broken and half-gone.
- 6 – One thug is asleep in this room, in the middle of the MH with the number 6 in it. Roll from the Thug Table to see who he is. There is nothing else in the room except trash, blankets, fourteen empty bottles, and a scroll containing improper pictures of orc-wenches, worth easily five copper pieces.
- 7 – This is a storage room containing food (all of it good, though not fancy) and boxes of clothing and fabric looted from caravans. Each box weighs 20 kg and would be worth something if anyone managed to get it out. If you do escape with any of these unwieldy little treasures, roll 2 dice and multiply by \$20 for the value of each one. However, the storeroom door is locked (3 dice). Secret room H at back.
- 8 – This room (Figure 1 - 2) contains three thugs (roll from the Thug Table). They are partying and can be heard at least 20 hexes away; they, themselves, will hear nothing quieter than a scream nearby. The room contains one big chair with a thug in it (C), one pile of moth-eaten furs with a thug on it (F), and one table with a thug under it (T). An open wooden box (B) against a wall contains half a roast turkey and two bottles of wine. One of the bottles is a rare vintage looted from an abbey, though only a character with Recognize Value will know this before opening it (or, probably, even afterwards). It is worth \$220 unopened. Anyone who drinks more than half the bottle will be -1 DX and -1 IQ for the next hour (it’s very good wine). The thugs are all -2 on DX and IQ, but +2 on ST, due to rather advanced drunkenness.
- 9 – A rather heavy door – stronger than the usual doors you’ve been seeing. The others look like they have ST 30. This one has ST 40. Furthermore, it’s locked from both sides – 4 dice.

Figure 1-2



10 – This room contains piles and piles of identical dirty gray-green cloaks, many bloodstained. Anybody who looks closely may notice they are vermin-ridden (4 dice on IQ to notice). Anyone putting on one of these and wearing it will have a 1 in 3 chance of fooling any thug into thinking he sees a friend for one turn, and a 1 in 6 chance for the next turn if no attack is made. However, the vermin in the cloak will attack anybody who wears one for longer than a couple of minutes. The affected character will want to get rid of the vermin; the three likeliest ways are (1) a bath; (2) taking 15 minutes to strip off all armor and pick off lice; (3) a Cleansing spell, which they are unlikely to have. Any player with vermin is at a -1 DX once they start biting. The thugs are used to them.

11 – On the floor here can be seen chips of stone, a broken arrow, two humanoid skulls in very bad condition, and several pieces of paper; there is a large oil lantern hanging from a bracket on the N wall of the hex, while the SE wall is chipped and the moss torn up. This is the unofficial archery range; Kess' goblin archers amuse themselves by practicing here. (Any character smart enough to figure this out from the evidence ought to get a few experience points.) The archers stand in front of door No. 10 and fire at targets placed here.

It may be that the party won't have to figure it out. When they come near, roll 1 die. On a roll of 6, two goblin-thugs (No. 10 on the Thug Table) are there practicing (mark the two thugs off No. 19, below, and let that room be empty). Their attention will be on their shooting – but their bows will be ready. If a 6 is rolled, and the party leaves the area for a time, roll again each time they return *unless* a hue-and-cry is already going on.

LEVEL 2

12 – A sentry. Roll one figure from the Thug Table.

13 – One sleeping thug. He is in the middle of a pile of moldy blankets and furs in the back of the room. Anyone not actually poking through this pile of apparent “trash” will not find him (he doesn't snore). Nothing else of value in the room.

14 – There are two No. 14 rooms. Each represents a former wine cellar. Both these rooms are now full of broken racks, litter, and shards of glass. There are whole bottles to be found here if someone wants them, but all will be empty.

15 – Two drunk thugs (from the Thug Table) having a wrestling match. Both are -2 DX and -2 IQ, but have +2 ST. Both have put off their weapons. There is an old rug on the floor, and nothing else in the room except several broken crates.

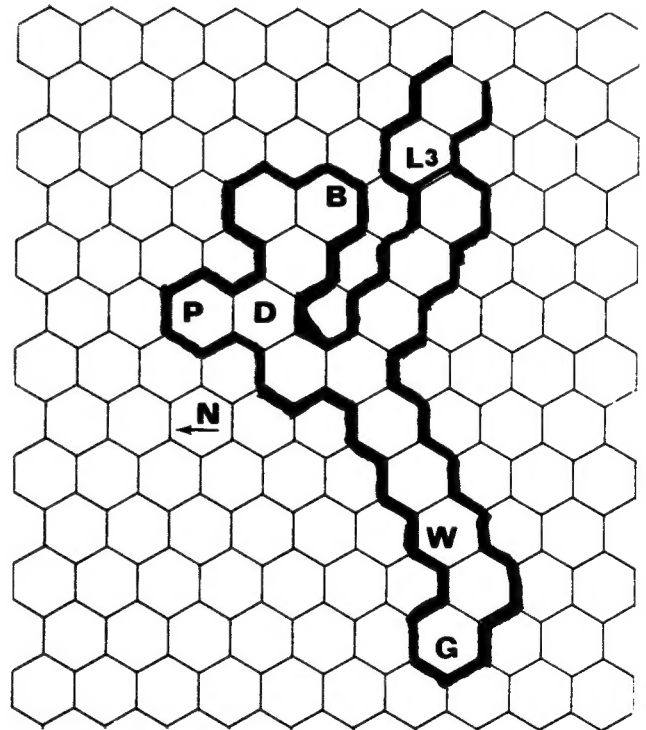
However, if the rug is removed, a small hole will be seen in the stone floor, filled with dirt (4 dice on IQ to notice). If the dirt is removed, three gems worth \$100 each will be found, hidden there by a thug who now lies dead on the fourth level.

16 – A sentry. Roll one figure from the Thug Table.

17 – The doors on both sides of this room are closed but not locked. The two thugs inside are talking about their last raid and wondering what the next one will be. Both are polishing their weapons and have them in hand. Both are leaning against the wall, sitting down. One has his back to the NW wall in the hex with the 17 in it; the other has his back to the N wall of the hex N of that one.

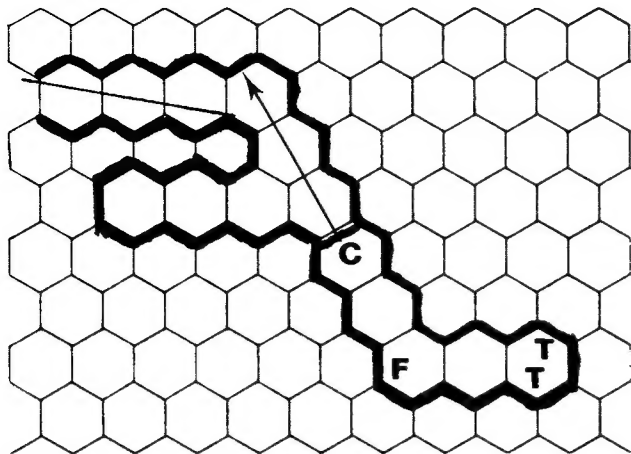
18 – This is the area claimed by Deacon Dimwit, one of Kess' lieutenants (see Figure 2 - 1). The door is locked (3 dice). Deacon is at D, unless he has appeared earlier. A bed is at B. Deacon has been practicing sword thrusts against a pell at P, so he has his weapon in hand. Hex G is a half-meter deep in broken glass; Deacon has been throwing his empties back there for months. Hex W contains about fifty assorted bottles of wine awaiting consumption. The only other items of value in the room, aside from what Deacon has on his person, are two “extra” two-handed swords lying under the bed. The wine is worth no more than \$5 per bottle.

Figure 2-1



19 – Two thugs (from the Thug Table) are sleeping here (see Figure 2 - 2). They are at T. A crossbow trap (heavy crossbow, 3 dice damage) is at C, tied to the door (which opens out) and arranged to fire through the cloth covering a large hole in the bottom of the door. This trap is 4 dice to see, 4 to remove (but anyone who pulls the cloth stuffing out of the door can see the crossbow). The crossbow bolt travels along the dotted arrow shown; 4-die saving roll on DX to dodge it. Both thugs will wake if it goes off. There is nothing of value in the room except their miserable skins (they're paranoid). However, there is a heavy, battered footlocker at F. It can take 10 hits before breaking open; picking the lock requires a 4-die roll on DX. It is full of carved wooden bedposts, quite useless.

Figure 2-2



LEVEL 3

- 20 – A well-locked door – 5 dice to open.
- 21 – One thug sentry – roll from Thug Table.
- 22 – This is the meeting room of the gang. The floor is covered with rugs; there are chairs and boxes around the walls for seats. Sconces on the wall hold unlit torches, and there are 20 extra torches piled carelessly in the northernmost hex of the room. The southeast door is ajar, but the northwest one is locked (3 dice).
- 23 – This is one of the back doors to Little Kess' room. It is hidden (4 dice to see) and locked (5 dice to unlock). Furthermore, the lock is booby-trapped. If the door is unlocked in the wrong way, a six-inch dagger blade pops out of the ornate lock, stabbing the hand on the doorknob. The dagger blade does (1 - 1) damage; if this injures a victim, he takes 1 die damage extra from the poison on the blade. Furthermore, the sound of the trap springing will alert Little Kess and/or Jeremy, if either is there. This trap is 3 dice to notice, 4 to remove, 5 to dodge.
- 24 – A door similar to the above in most ways (including the trap – he stole a matched set of them). However, this is the “front door” and is not concealed.
- 25 – Little Kess' room (see Figure 3 - 1). Kess is at K; his lieutenant Jeremy Drool is at J. They are awake and talking – drinking, but not drunk. Kess' weapon is in hand – he is toying with it – and Jeremy's is at his side. The room contains a large bed at B, and several chairs at C. A tall chest is at X. It contains clothes and personal gear; on top is a very battered silver helmet worth perhaps \$300.

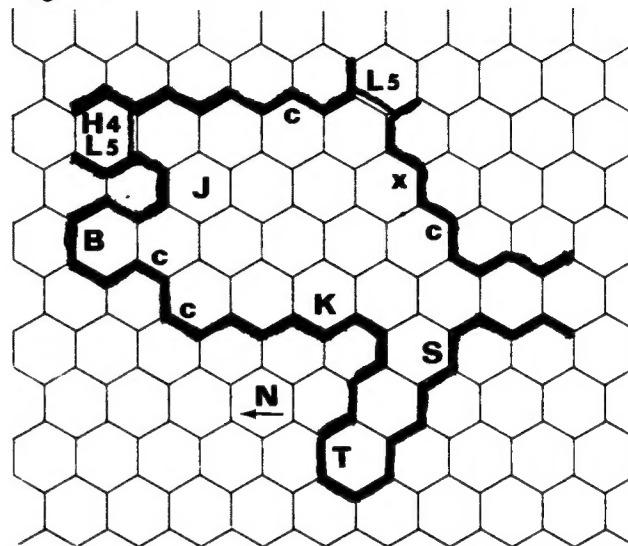
The walls are hung with weapons. If combat goes on in this room, assume that anyone next to a wall can reach out and grab a weapon. Roll 1 die: 1 or 2 means a shortsword, 3 or 4 means a broadsword, 5 means either of these, 6 means any sword, mace, or ax you like.

There is a heavy trunk at T. It is locked (3 dice) and secured by a big padlock (4 dice) as well. (Kess has the keys.) The trunk can take about 20 hits. It contains most of the gang's loot: 82 gold pieces, \$483 in silver, \$55 in copper, and 13 gems worth a total of \$450. One of these – a rather small ruby – is a Gem of Summoning (q.v.) and would produce a wolf for 6 turns if hurled to the floor. Kess does not realize this, since the gem looks ordinary and is inscribed with a value of \$20.

There is also \$50 in gold concealed in the bed, and a jewel worth \$40 in each of the chairs. Each of these little troves is well-hidden and will require careful tearing-up of the furniture (at least a minute's worth per item) to uncover.

The other hideaway in the room is at S. There are several shields hanging on the wall around the room – but behind the one at S is a small hole in the rock. It is not very obvious – 4 dice on IQ to see it – but reaching inside will yield a large diamond in a pendant setting, worth \$1500. This is Kess' greatest treasure, and he will not tell about it even under torture. (A note to GMs: If you suspect your players have read this, and they go straight to the shield and start looking for holes in the wall, you would be well within your rights to remove the diamond and substitute a scorpion.)

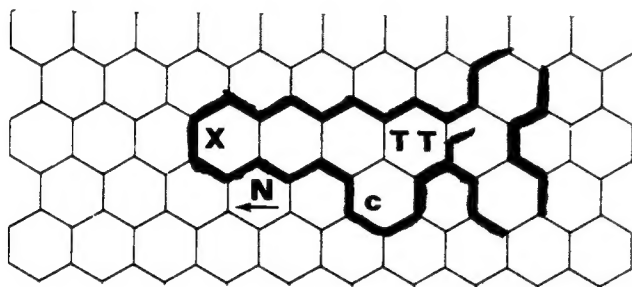
Figure 3-1



- 26 – As the map shows, this is a shaft down to the fourth level. It is covered at the top by a trap door, hidden (4 dice) and locked (5 dice). The key to this is on Kess' keychain. This shaft is Kess' private bolthole down to the fourth level in case of severe trouble. His lieutenants don't know about it at all; they think the stairs to the SE are the only fourth-level access there is.
- 27 – Hidden door. Not locked – but 5 dice to see. At the bottom of the stairway is a room.
- 28 – More loot. 32 boxes piled carelessly about. Each weighs 20 kg and contains things like fabric, spices, mirrors, and books. Each is worth \$30 times 2 dice (roll separately for each box *after* it is returned to civilization, unless someone has Assess Value and takes a minute looking into each box).
- 29 – More boxes like the above, but each worth only \$5 times 2 dice. There are 44 boxes here.
- 30 – Jeremy Drool's room. No one is here at the moment. The door is locked (3 dice); Jeremy has the key. However, though locked, the door is not quite closed . . . The usual blankets on the floor. This room is notably dirty and smelly, even by comparison with the ones already seen. There is no furniture; a box in the far north hex (unlocked) contains dirty clothes, dirty dishes, dirty boots, dirty pictures, and dirt. The only other feature of the room is the small collection of dried heads hanging from the roof. They look human, but it's hard to tell. There's nothing of value here.
- 31 – One thug sentry. Roll from the Thug Table.
- 32 – The door to this room is broken. Inside is trash, litter, and broken bottles. On a shelf in the back of the room are the bones of a human arm.

- 33 — Another heavy door, but not locked. At the end of this corridor are about 50 boxes, marked "Torches — 3 Dozen" in the human tongue. Some have been broken open; they do, indeed, contain torches.
- 34 — Yet another heavy door. Painted on it is "Keep Out" in the human tongue, embellished by a skull-and-crossbones. Several rude graffiti in human and Orcish have been added. A bench has also been pushed in front of the door. This door is strong (ST 40) and locked (6 dice). Kess and his three lieutenants each have a key.
- 35 — The door to this room is open. Inside are two thugs (roll from Thug Table), practicing with knives (see Figure 3 - 2). The thugs are at T; their target is at X. Each has a knife in hand and two in his belt (over and above whatever the table says). A chest at C contains personal gear but nothing of value.

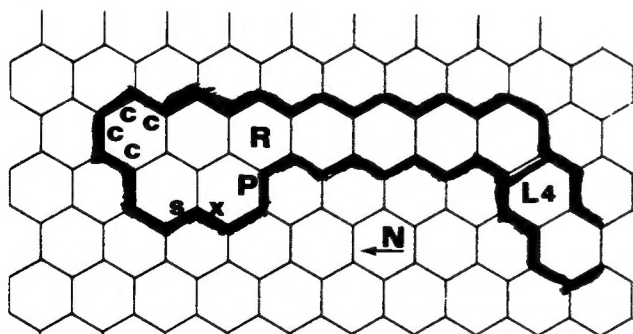
Figure 3-2



- 36 — A thug's room, empty at present save for rugs and a footlocker against the back wall. It contains personal gear, but stuck in the bottom of an old shoe are three gold pieces.
- 37 — Rastaban's room (see Figure 3 - 3). The door is locked (4 dice). The general appearance of this room is rather tidy. There is a small pallet at P, and four chests against the wall at C. One contains food; two contain clothes; one contains three knives, a number of crossbow bolts, and tools. On the wall at X hangs a light crossbow, which Rastaban knows how to use, and a full quiver of bolts. Rastaban himself is at R. A loose stone at S (6 dice to notice) can be pried from the wall; in a niche behind it are jewels worth \$410.

Note: If Rastaban hears trouble and leaves his room to investigate, he will cock and load his crossbow and bring it with him.

Figure 3-3



LEVEL 4

This level is unlighted and full of traps and vermin — and practically nothing else. Tollenkar intended it especially to kill (or at least discourage) the curious.

The players will probably have to find the traps the hard way. The bravoes on the fifth level know where they all are.

Little Kess and his three lieutenants know about the deadfall at 38 and how to avoid it; they also have a key to the shaft at 46 in case they need to get help. Kess has a key to the door at 44. Kess and his men don't know any details about the other traps, but they know that there are several.

- 38 — There is a heavy, crude archway between the last stair MH and the first MH of level floor. A wooden sign hangs from it; there is a drawing of a skull and the words "GO BACK!" in both Human and Orcish. The archway is actually a deadfall. Anyone walking through either of the first two hexes of level floor will set it off. The only way to avoid it is to jump at least a meter from the bottom stair. This is a simple trap, though; 3 dice to detect, 3 to figure out that you need to jump, and a 3-dice (DX) saving roll to avoid being hit if it is triggered. Only the first character through (or the first two if side by side) need fear this trap.
- 39 — The door isn't locked. The room is full of bones (all of which belonged to the same person) and chunks of wood. There is a shallow crater in the south half-hex, and it looks as though the roof was caved in. (The players may realize that a petard went off there.)

Hanging from the roof is an enormous wasps' nest. There are 30 wasps, unless some have attacked the party already and been killed. These are ordinary wasps, as described under NUISANCE CREATURES in GM Module, and will resent anyone entering the room.

- 40 — An old, rotten door, closed but not locked. Turning the knob will cause two heavy spears to come out *through* the rotten wood, one into each hex in front of the door. 5 dice to see this trap, 5 to disarm it, 5 (for a character in either hex) to avoid being skewered and taking 2 dice damage. Nothing in the room but the trap mechanism.
- 41 — A broadsword is lying on the floor here. (It is perfectly ordinary; the maker's marks are written in Elvish, but all they mean is "Made by Alfari in Werewood.")
- 42 — The door is locked (3 dice to open). A very simple trap (3 to see, 3 to avoid, 3-DX to dodge) will drop a large rock (1 die damage) on the first person through. There is a BIG (2 meters tall) chest standing in the N hex against the wall, but it is not immediately visible; that whole MH is curtained off with heavy moth-eaten tapestries. It is locked with a very simple lock (2 dice to open, or one blow of a weapon would break it). However, opening the chest — or any severe jarring — will set off a grenade inside the chest. If a six is rolled on one die, the grenade does not go off. Otherwise, everyone in the megahex takes 2 dice of damage and everyone in an adjacent megahex takes one die of damage. This trap is 4 dice to notice (but only when the chest itself is examined), 4 to remove.
- 43 — A very large (16-hex) room. Sconces all around the walls contain burned-out torches. The room is decorated with tapestries and hangings; there are two secret compartments to be found behind them, but both are empty. There are several smashed chairs lying about, and one heavy table in the middle of the room. On the table is a dead hobgoblin with a crossbow bolt in his back; his body has been looted.
- 44 — A heavy (ST 40) door, locked (4 dice) from both sides. The key is on Kess' ring.
- 45 — A loose slab of flooring conceals a poison-gas flask which will do two dice damage to anyone in the MH if it breaks. 5 dice to spot the raised floor, only 2 dice to remove the trap if spotted (and that poison flask could be very useful to the players!), 4 dice (DX) to get out of the MH without breathing the poison if it breaks.
- 46 — A trap door at the top of the shaft gives access to the fifth level. It is locked; 4 dice to open. Only if it is opened

on the first try (by someone with the Spying talent) will the sentry below not hear. Even so, there is an alarm wire; a little clockwork device on the bottom of the door will make a buzzing sound which the sentry will surely hear. 4 dice to notice this gadget; 4 to remove (silence) it before it goes off.

47 — A large and ornate lantern hangs from a bracket on the wall. The handle is fastened on the inside with flammable cord. If the lantern (which is full of oil) is lit, the cord will burn through in one minute and the lantern will fall (if the lantern is sitting on the ground at the time, it will fall when picked up). It will break when it hits the floor, splashing burning oil. The effect will be as though a molotail had struck in that hex — see FIRE AS A WEAPON in ADVANCED MELEE. If you do not have ADVANCED MELEE, a character in the hex takes 4 hits and each character in an adjacent hex takes 2 hits. The gimmicked handle cannot be noticed unless the lantern is carefully examined, and then only on a 5-die roll vs. IQ. It could be fixed with a little wire.

48 — This door is hidden (3 dice) and locked (4 dice). The room contains several shelves with orderly stacks of decaying clothing. The players might be forgiven for assuming they have stumbled onto a room unknown to the mad booby-trappers. Wrong! On one wall hangs a battle-axe, obviously unused for years. If it is removed from its bracket on the far N wall of the room, a gas flask within the ornate bracket (which looks like silver, but isn't) will go off. Simple poison; 2 dice damage. 5 dice to see this trap, 4 to remove it, 4-DX to get out of range before inhaling. The ax itself is ordinary.

49 — The door is unlocked, but the room (see Figure 4 - 1) contains two unpleasant surprises. When the door is opened, a cord breaks, setting off a flint-and-steel device which makes a loud "click." Two turns after the door is opened (or after some clever player cuts the cord), a blunderbuss goes off. It is located at B and affects the hexes marked with Xs. 3 dice to detect this trap from outside the door. 5 to figure it out from outside and enter safely without triggering it. 3 to look at it once inside and figure it out. If a 6 is rolled on one die, the powder is bad and the blunderbuss fails to go off. Otherwise, everyone in the indicated area must make a saving throw: 4 dice vs. DX. If they miss, they take 1+2 damage. The gun itself is merely lashed to a frame with wire, and could be removed.

A heavy chest at C is locked (3 dice to open). It is not exactly trapped, but the bottom edges of the lid are razor-sharp and smeared with poison (2 dice damage). 4 dice to notice this nasty detail. 2 dice to open it safely once noticed (any fool can do it). 4-die-DX saving roll to avoid injury if you don't notice the sharp edge. The chest contains a number of rocks wrapped in burlap.



LEVEL 5 (ADVANCED MELEE needed)

Ten hand-picked killers amount guard here to keep intruders away from the mage's headquarters. The tunnels here are well-lit except for the dark areas concealing sentries.

THE BRAVO SENTRIES

The sentries on the fifth level are cautious and alert. There are two sentry posts — one at each passage from the fourth level to the fifth. There is one sentry at each. In addition to the two fixed posts, a third sentry is walking guard at all times.

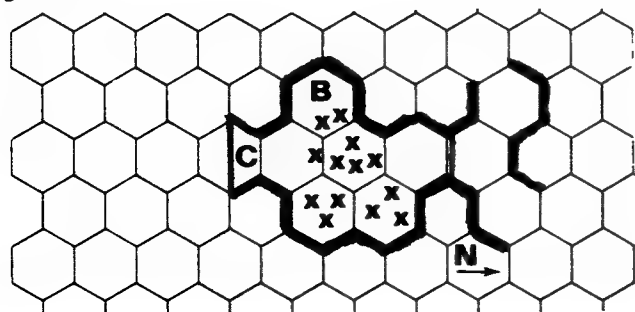
The sentry posts are set well back from the spots they guard; the posts are in darkness, though the bottom of the stairs (shafts) are well-lit. Each sentry post has a large gong beside it, the sound from which can be heard 30 hexes away down clear tunnel (see NOISE in GM Module). If the sentry is surprised by intruders, he is to strike this gong with his weapon.

If a sentry is aware of intruders before they are aware of him, his orders are to fire one shot (or throw a weapon) if he is sure of a "safe" kill — but after that to run for help or hit the gong. If he is not sure of an ambush kill, he is to go quickly and silently for reinforcements.

If a sentry hears intruders on the fourth level, and they do not come down to the fifth level within ten minutes, assume that he has gone for help and returned (or sent the roving sentry). Roll one more bravo from the table (below); the watch will be doubled at that post for the next two hours of game time.

If a party makes noise which is heard by the sentry, and comes down more than ten turns later but less than ten minutes later, there is a 50-50 chance the sentry will be gone — but he will come back with help very quickly!

Figure 4-1



BRAVO TABLE

Whenever a random encounter on the fifth level turns out to be one of Tollenkar's braves, roll on this table to see who

it is. (If you get a character who has already been brought into play, ignore that result and roll again). The character you roll enters into play immediately, and not at the spot given on the setup. You may assume that any randomly-encountered bravo will be wide awake and carrying his usual weapons. If he is expecting trouble, he will have a weapon ready; otherwise, his weapon will be sheathed or in his belt, unless it is so big that it has to be carried at ready.

- 2 – Roll twice more
- 3 – Edrick (see 50)
- 4 – Worwackawack (see 54)
- 5 – Snargash Kitamura (see 56)
- 6 – Black Flower Melody (see 61)
- 7 – Taned Ransarvid (see 63)
- 8 – Geoffrey the Cheerful (see 52)
- 9 – Samuel (see 63)
- 10 – Karthak Manyvoiced (see 60)
- 11 – Eshaga the Rock (see 60)
- 12 – Captain Jamie Littlejohn (see 53)

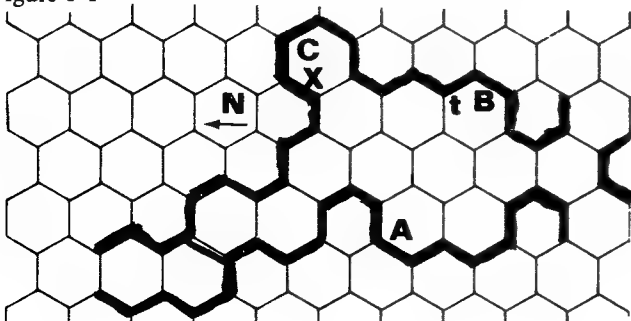
50 – Edrick (human) is on sentry duty. He has ST 13, DX 15 (14), IQ 14; his ready weapons are a bastard sword (used one-handed) and large shield. He wears no armor. On his belt are a small ax and a knife. Edrick is tall and heavy, with a gold earring (worth 10 GP). His sword is jewelled, worth \$200 more than an ordinary one. He carries \$72 in jewels in a belt pouch. His talents are Sword, Shield, Ax/Mace, Alertness, Acute Hearing, Silent Movement, Detect Traps, Remove Traps.

51 – This is a B-type area – deep water. Handholds along the east wall (5 dice vs. IQ to notice) would allow crossing (3 dice vs. DX to avoid falling, or 5 under combat conditions). A rope is looped from the ceiling, but will come loose if you put your weight on it. It looks good; the only way to test it is with a sharp yank.

52 – A sleeping area (see Figure 5 - 1). There are three cots. A belongs to Edrick; an unlocked box underneath contains \$200 worth of personal jewelry, a change of clothes, and a shortsword and belt. B belongs to Worwackawack (see below); a locked trunk (T) at its foot is 3 dice to open, and contains clothing and several leather bags of peculiar herbs, worth \$60. C belongs to Geoffrey the Cheerful, who is sitting on it cleaning his gun.

Geoffrey is human, with ST 13, DX 14, IQ 13. He is a dandy – extremely well-dressed, with high boots, cloak, and feathered hat. His gun is a blunderbuss; it would take him 5 turns to ready it from its present state. He has a jewelled dagger (\$60) at his belt, and wears rings worth \$360 and a neck-chain worth \$400. Under his cot are a small box containing shot for the blunderbuss and three charges of powder; also a broadsword, scabbard, and belt. On the wall at X hang a heavy cloak, several changes of clothes in different colors, another hat, and a longbow with quiver. Geoffrey's talents are Sword, Shield, Bow, Guns, Missile Weapons, Fencing, and Courtly Graces.

Figure 5-1

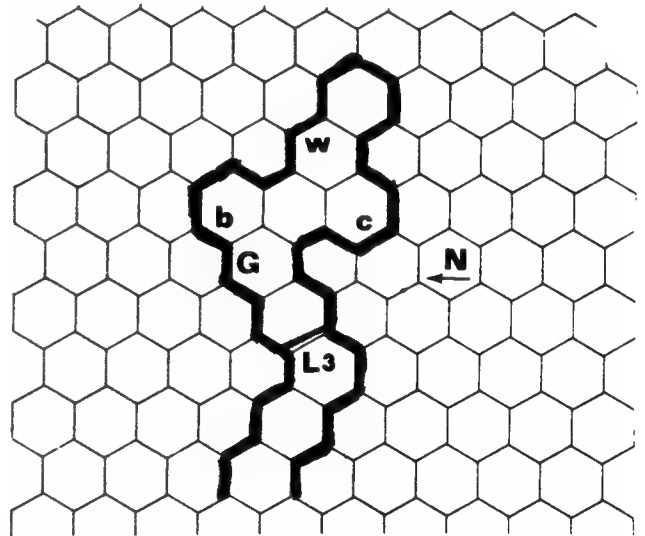


53 – This is the room (see Figure 5 - 2) of the leader of the bravoos, Captain Jamie Littlejohn. He is a human, with ST 16, DX 17, and IQ 19. He is sleeping at the moment; his bed is at B. Beside the bed are a battleax and a knife. Littlejohn is of average height, red-haired, powerfully built; he is an ex-mercenary and dresses the part. His talents are Sword, Shield, Ax/Mace, Pole Weapons, U.C. I, U.C. II, Tactics, Charisma, Physicker, Alertness, and Literacy.

If he is awakened and the situation is not a total emergency, he will take five minutes to arm himself, putting on leather armor, strapping a broadsword, molotail, and knife around his waist, and readying either battleax or spear and small shield (whichever seems appropriate). All this gear except the ax is hanging on the wall at G.

The room is bare, otherwise, except for a writing desk (W) with several folded maps on it and a long (almost 2 meter) chest (C). One of the maps is of the fourth level and shows all the trap locations, but the notes about the traps are in Littlejohn's personal code and cannot be deciphered. The chest contains extra uniforms and two leather bags; one with \$590 in jewels, one with \$800 in gold. It also contains a small wooden box with three molotails inside, wrapped in cotton batting; a second wooden box contains one sleep-gas bomb, similarly protected. A third box is a Physicker's kit, which holds (in addition to the usual contents) five doses of healing potion.

Figure 5-2



54 – Just a wide spot in the tunnel. Shelves along the wall hold food and eating utensils. The roving sentry is here at the moment. It is Worwackawack (barbarian human). He is average height, orange-skinned, with lacquered black hair built up into horns in front and behind. He wears nothing except a breechclout and a good deal of jewelry. A lot of it is copper and almost worthless, but there is \$200 worth of gold in his wristbands. He carries a light crossbow cocked and ready; hanging on his belt are a shortsword and three knives, and on his back is a small shield. The bolt in the crossbow is enchanted (one of the few magic items the bravoos have; Tollenkar is generous with gold but stingy with sorcery). It adds 1 to the shooter's DX when it is fired. Worwackawack's talents are Sword, Shield, Bow, Crossbow, Thrown Weapons, Running, Swimming, Diving, and Horsemanship; he has been known to berserk. He has ST 13, DX 13, IQ 13, and (because of the Running talent) MA 12.

55 — This room is empty except for a trap-door in the floor. There is another trap door at the bottom of the shaft. The room below is not connected to the rest of the sixth level; it is a storeroom and contains seven earthenware jugs, each with forty liters of oil — suitable for lanterns, but not molotails — and several spare lanterns.

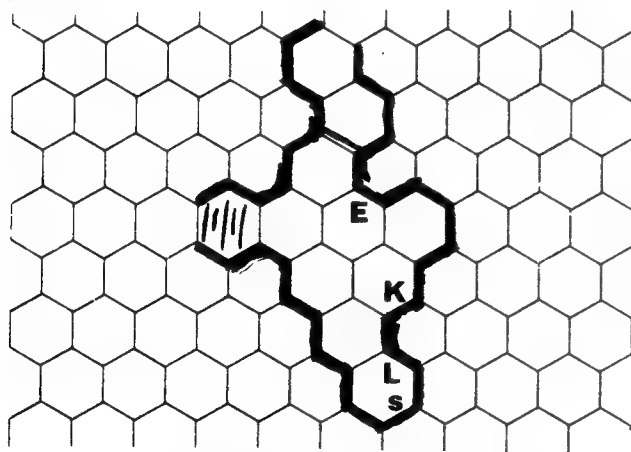
56 — This is the room claimed by the three orcs in the group. At the moment, only one is there; he is asleep. Snargash Kitamura (ST 11, DX 17, IQ 12) took his last name out of respect for the master who taught him certain of his abilities. His talents are Sword, Pole Weapons, Naginata, Human Tongue, Literacy, Alertness, Tracking, and U.C. I. If he has time to do so when awakened, he will put on the chainmail under his bed, and hang a shortsword, knife, and two molotails on his belt. In a pinch, he will simply grab the naginata from beside the bed — and charge.

Snargash is at S; his locker (5 dice to open, ST 20) is at L. It contains a number of books on combat technique, written in both human and Orcish, and \$30 in silver. Snargash wears no jewelry.

At K and E, respectively, are the cots of Karthak and Eshaga (see 60). They are at weapons practice and have taken all their combat gear with them. Under Karthak's bed is a loose stone, and under the stone are jewels worth \$405 and ten gold pieces. His spare clothes are under the bed. Eshaga has no hoard — he never saves anything past the payday drinking spree. He keeps his spare clothes under his own bed, stuffed into a knapsack.

The stairs lead down to a part of the sixth level which is presently unused. Fetters attached to the walls here and there indicate that it was once a dungeon. Nothing of value there except whatever loot may lie in the water (which the orcs use as a privy).

Figure 5-3



57 — The sentry here is Taned "Rancid" Ransarvid — a goblin, with ST 10, DX 15 (14), and IQ 16. A typical Goblin, though large for his race, he wears cloth armor and carries a cutlass and small shield. A horse bow is slung on his back. Beside his chair is a book on images and illusions — Taned is very interested in magic. He has rings on all twelve fingers — an aggregate value of of \$890, not including the one on the left thumb, which looks to be worth only about \$100 (plain gold) but actually gives him Eyes-Behind ability.

His talents are Sword, Shield, Bow, Missile Weapons, Literacy, Human Tongue, and Fencing. He also knows the Image spell, though he casts it at -4 DX since he is no mage. His cutlass is of silver, so as not to hamper his enchantments, and his shield and bow are both made of horn.

58 — There are a number of brackets on the wall here, for hanging weapons. They are empty at the moment save for one which holds a large lantern.

59 — A large straw-stuffed archery target with a man's silhouette painted on it.

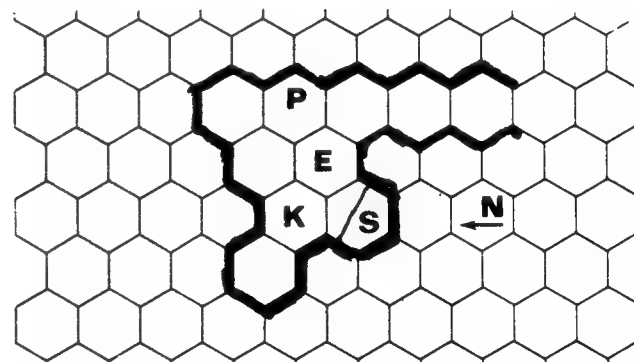
60 — The practice room (Figure 5 - 4). It contains a pell (P), knife targets, mats on the floor, etc. There are two occupants at present: the orc Karthak Manyvoiced, and his sidekick Eshaga the Rock. They are at K and E, respectively, practicing sword work. A meter-high rock shelf at S takes up about half that MH. Eshaga's pike ax is on the floor in front of the shelf, and he has taken two molotails off his belt and placed them on the shelf so they won't get broken.

Both orcs are fully armed and armored for their sparring. Karthak Manyvoiced has ST 12, DX 18 (16), IQ 12. He fights with a broadsword in either hand; he has a knife on his belt. He wears leather armor with a silver chainmail belt — no extra protection, but worth \$300, and he likes the way it looks. He also wears a silver torc worth \$150. His talents are Sword, Two Weapons, Alertness, Silent Movement, Mimic, and Human Tongue.

Eshaga the Rock (ST 16, DX 14 [12], IQ 10) is using a bastard sword (one-handed) and a tower shield. The shield reduces his DX by 2, but his leather armor doesn't — he's strong enough to wear it without handicap. He wears a shortsword on his belt. He has no jewelry except for a large diamond (worth \$750) set into one front tusk. His talents are Sword, Shield, Ax/Mace, Pole Weapons, Alertness, Climbing, and Human Tongue.

These two are friends; neither will abandon the other unless the situation is desperate, and possibly not even then.

Figure 5-4

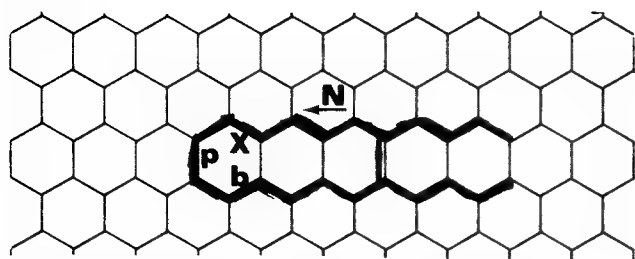


61 — A small room. The door is not locked — in fact, it's ajar — but a wine-bottle is propped behind it. 4 dice to notice this from outside, 2 to open door without knocking it over. If it is knocked over, the room's inhabitant will awaken, grab a weapon, and attack. He is *quick*. His first attack will come on the turn after he wakes up.

Black Flower Melody (ST 14, DX 15, IQ 13) is a master of thrown weapons; he comes from very far away. He is human, short and slender, with straight black hair cropped at his shoulders, green eyes, and a very fair complexion; he wears a black tunic and trousers. His pallet is at P; beside it is a broadsword (finely made to do an extra point of damage). Also beside the pallet is his belt, with a pouch containing 3 sha-ken. On the wall at B hang a bola and two boomerangs. At X hang a small ax and light crossbow (not ready). Strapped to his forearm is a knife.

His talents include Sword, Ax/Mace, Bow, Crossbow, Thrown Weapons, Boomerang, Bola, and Alertness.

Figure 5-5



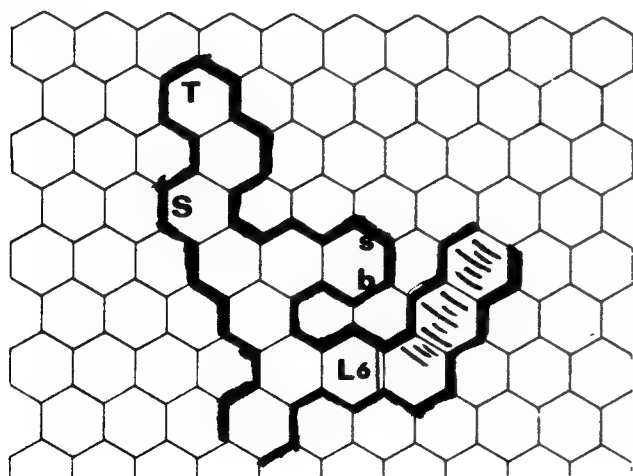
62 — This door is locked (3 dice to open). Behind it is a narrow tunnel leading to a small room full of shelves. Here are to be found four lanterns (full of oil), a dozen torches, two complete “labyrinth kits,” a physicker’s box, three spears, two vials of healing potion, four bottles of brandy, two grenades, flint and steel, a blunderbuss (the trigger spring is broken, but only someone with the Guns talent would recognize this), and two neatly folded heavy nets.

63 — A sleeping room (see Figure 5 - 6). Samuel is at S, asleep. He is a half-elf (ST 12, DX 16, IQ 14). He takes after his human side, though his MA without armor is 12 and he has a -1 DX against crawling things. Beside his bed are a broadsword and small shield; the shield is enchanted and stops one extra hit. Under the bed is a box of clothing; at the bottom of the box is a pouch containing \$70 in gold. He wears a necklace worth \$200.

Samuel’s talents are Sword, Shield, Silent Movement, UC I, UC II, UC III, and Spying.

At B is the bed of Taned the goblin. One of the bedposts is hollow (5/IQ to notice); inside are jewels worth \$1250. At S are shelves containing books; one of the books is hollow, containing 30 gold pieces. The books are on combat magic and written in Goblin. At T is a table with a hanging lantern overhead.

Figure 5-6



LEVEL 6 (ADVANCED WIZARD needed)

This is it — the bottom of the labyrinth, the abode of the nefarious Tollenkar and his henchmen. The dangers, puzzles, and rewards of the upper levels are as nothing to those the adventurers will face here . . .

TOLLENKAR

Tollenkar is a human mage (ST 18, DX 17, IQ 25). He is of medium height, heavy-set, with a neatly trimmed black beard. He appears to be in his middle forties or very early fifties, but is known to be much older. He wears the traditional black



mage’s robe, worked with cabalistic patterns in gold and silver thread.

Tollenkar always carries his personal Staff of Power, a two-foot silver wand with a diamond set in the end. It gives him the ability to cast Reverse Missiles and/or Iron Flesh (on himself only). He wears several rings. Four are ordinary, worth a total of \$750. The fifth gives him Mage Sight, and contains a ruby worth \$500. Around his neck hangs a strength battery — a ruby in a metal cage. It is fully charged with 20 ST; he can reach through the cage to draw on it if he needs to.

Tollenkar’s talents are Literacy and Alchemy. His spells are Blur, Image, Sleep, Persuasiveness, Reveal/Conceal, Invisibility, Control Person, Spell Shield, Weapon/Armor Enchantment, Create Gate, Astral Projection, 7-Hex Illusion, 7-Hex Fire, 7-Hex Wall, Staff of Power, Lesser Magic Item Creation, Spell-sniffer, Wizard’s Wrath, Control Gate, Possession, and the Word of Command “Stop!”

Right now, he is working in his laboratory . . .

64 — This complex of rooms (Figure 6 - 1) is Tollenkar’s laboratory, storeroom, bedroom, etc. Tollenkar himself is at T; he is working on a strength battery, and has just begun the enchantment. His chief apprentice Tarve (see below) is at A. The laboratory has long workbenches (holding flasks, alembics, mortars, etc.) at W; bookshelves containing various grimoires at B; a permanent pentagram at P taking up essentially the whole megahex; and a Gate on the wall at G — see TOLLENKAR’S GATE, below. Also in the room are Tarve’s zombie (an ex-human, ST 12, DX 9, wearing a broadsword), who is lying under the workbench at Z until needed, and the lizard-man Jaggado (see below) at J.

Behind a locked door (7 dice) is Tollenkar’s bedroom, with more bookshelves, and a bed at X. A large chest is at C; if anyone but Tollenkar touches it, a Blast Trap will explode (3 dice damage to anyone in the hex, and 2 dice damage to anyone in an adjacent hex). The chest contains \$2,000 in gold — that is, 200 gold pieces.

Tollenkar’s Proxy — a carved jade head — sits on top of the bookshelf. Through its eyes, Tollenkar is aware (when-ever he is awake) of anything happening there.

There is a hidden door at D; it is naturally hidden (4

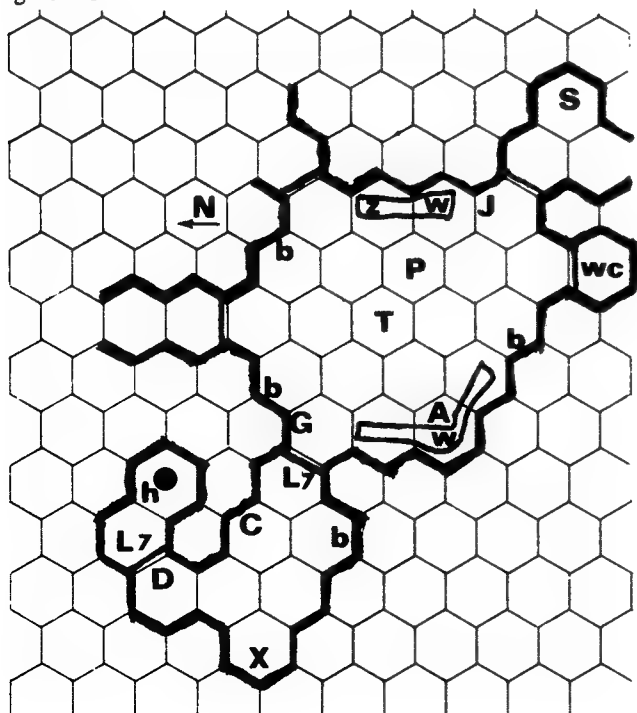
dice) and has two Conceal spells on it — so it is normally 6 dice to notice. It is locked (7 dice). Inside is Tollenkar's secret storeroom; no one else knows of it. Most of its contents are maps and documents. A bag against one wall contains jewels — 500 emeralds worth \$50 each. A silver helm on one shelf gives its wearer the power of Telepathy at no ST cost. A number of unlabelled vials sit on one shelf, including seven doses of healing potion (green), two vials of corrosive poison (blue), a large red bottle containing two doses of IQ-raising potion, a clear flask containing a murky liquid which is actually just dirty water, one dose of Revival potion (black flask) and one dose each of the two components of the Universal Solvent in the standard black and white vials.

The black spot at H is a shaft down; it drops about 12 meters, and the bottom is spiked. The top of this pit is covered by an Image of plain stone floor; the image is maintained by a jewelled scarab in a box on one lower shelf in back. The box has three Conceal spells on it. Anyone stepping in the center hex of that MH must make a 4-die saving roll to avoid falling in. If they just barely make their roll, they are hanging onto the edge of the pit and must pull themselves up! Anyone falling into the spiked pit takes 3 + 3 dice damage. The floor image will vanish if someone steps on it or the scarab is removed from that MH.

Also leading off from the main laboratory are doors to the privy (WC) and the main storeroom (S). Not all the storeroom is shown on the map. It is lined with shelves containing various materials of use in magic — gargoyle gallbladder, jewel dust, giant hair, midget's toenails, virgin's blood, and more. In the far south hex is a Hand of Glory, unlit.

Tollenkar has a single large key around his neck; this is a master key to the sixth level. A spare is under a book in his bedroom. The doors which are not shown as locked may be assumed to be open — but they can all be locked with Tollenkar's key (6 dice). No one else has keys to any of the rooms.

Figure 6-1



TARVE

Tollenkar's chief apprentice is the redoubtable Tarve (ST 16, DX 16, IQ 20). He is human . . . tall, very thin, balding, with sunken eyes and a rasping voice. He carries a Staff of Power giving him the ability to cast Blur and Iron Flesh on himself, and wears a plain dusty-black robe.

His one talent is Literacy. He knows Image, Summon Wolf, Aid, Mage Sight, Drain ST, Curse, Dispel Illusions, Glamor, Weapon/Armor Enchantment, Summon Lesser Demon, Astral Projection, 7-Hex Illusion, Staff of Power, Write Scroll, Expunge, Blast Trap, Spellsniffer, Wizard's Wrath, and Geas.

He wears no jewelry and carries no money. Even more than his master, he is interested in power — and he serves only for Tollenkar's promise that he, Tarve, will be second-in-command of the duchy one day.

The Zombie under the workbench is his; he has a second Zombie in his room.

JAGGADO

Jaggado (ST 22, DX 15, IQ 11) is a Reptile Man. He stands in the corner of the laboratory, under the influence of a Freeze spell produced by the silver coronet on his brow. Anyone donning this coronet will be Frozen until it is removed.

Jaggado is Tollenkar's loyal bodyguard. He is Frozen because he was unable to endure being underground all the time with no action — and because he did not get along well with Ranulf Red-Hand even under better conditions. Besides, this way he eats less.

At any sign of trouble, any of the wizards will remove Jaggado's coronet. Ranulf won't, except in a dire emergency; he is jealous of Jaggado. He knows that he himself is a better fighter, but only just barely. Furthermore, Jaggado is handsome (for a reptile man) and vain of it, while Ranulf is quite unbeautiful.

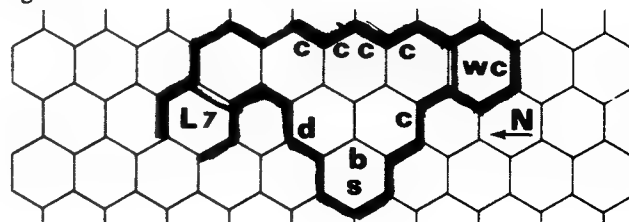
Jaggado wears leather harness; a greatsword is slung at his right, and a great hammer at his left. He wears no armor. His talents are Sword, Shield, Ax/Mace, Literacy, Human Tongue, Crossbow, Tactics, Running, and Tracking.

65 — The quarters of Lydia, Tollenkar's concubine. She is human and quite beautiful, with ST 9, DX 11, IQ 11. Her talents are Sex Appeal, Horsemanship, Artist, Charisma, and Recognize Value; she speaks Elvish.

She is here quite against her will; she has nothing in particular against Tollenkar, but is incredibly bored. She will join (and aid, to the best of her limited ability) anyone promising to free her except on the very worst (1) reaction roll. On a 1, she will simply throw a hysterical fit and scream for Tollenkar. She will not fight unless attacked, and then will use her nails; she has no weapons in her room.

Lydia is at L. Her bed is at B. There are chests of clothes at C, and bookshelves at S (she can't read, but is trying to learn, to kill time). Also in the bookshelf are stacks of paper, mostly covered with sketches, and her pencils. A dresser is at D, complete with large mirror; the single MH behind the door contains a privy.

Figure 6-2



Lydia is dazzlingly bejewelled; she wears rings, bracelets, and necklaces worth \$1500. Another \$2000 worth of assorted jewelry is scattered about the room.

Her door is locked (7 dice) from the outside.

66 – A heavy door is set into the wall here. It is impossible to open, and there's nothing behind it. The Word of Command "Stop!" is written on its surface; everyone who belongs down here knows not to look at it.

67 – This is the room of Porphyry the apprentice. At the moment, he is in bed, asleep. The room is unfurnished except for a bed (against the far N wall) and a trunk underneath the bed. Piles of books on magic and Dwarven history are all over the floor. The trunk has three Lock spells on it, and a ST of 30. It contains \$1200, all in gold. A loose stone directly over the bed (5 dice to see, because it has two Conceal spells on it) covers a hideaway with another \$500 in gold and one large fake jewel. The fake jewel has a Blast Trap on it which would do (2 + 2) damage to anyone in the hex, or 1 die to anyone in an adjacent hex, if touched by anyone but Tollenkar or Porphyry.

Porphyry is a dwarf (ST 16, DX 14, IQ 11). He has a long, forked beard and a purple robe. His personal staff lies beside the bed; it is carved and painted wood, and gives him the ability to cast a Freeze spell. Also behind the bed is a silver ax. His only talent is Literacy. His spells are Staff, Blur, Drop Weapons, Summon Wolf, Aid, Lock/Knock, Control Animal, Reverse Missiles, and Reveal/Conceal. In addition to his native Dwarvish, he speaks Human Tongue (Tollenkar won't hire anyone he can't command).

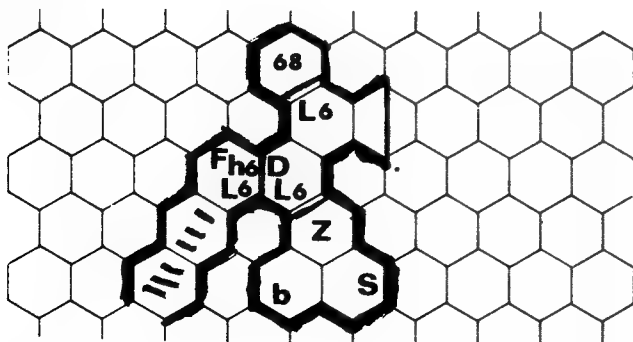
Porphyry is in it for the money, like most dwarves. He will fight bravely if cornered, but would much prefer to run for help; after all, he hired on as a wizard, not as a common guard!

68 – This is a storage closet. It contains six liter-jugs of lantern oil and a few foodstuffs. Most of what Tollenkar needs is brought through the Gate daily.

69 – This is one of the entrances to the sixth level (see Figure 6 - 3). The hex at the bottom of the stairs contains two doors. On the northeast wall is F, a false door. It is locked (3 dice to open). It can be opened, but only blank wall will be revealed. Opening it also sets off a Blast Trap (3 dice damage to anyone in the hex, 2 + 2 to anyone adjacent) on the door handle.

On the south wall is the real door (D). It is hidden (4 dice to see, plus two Conceal spells, for a total of 6 dice) and locked (6 dice to open).

Figure 6-3



70 – The room of Tarve (see Figure 6 - 3 again). His bed is at B; an extra robe and a cloak hang beside it. At S is a bookshelf and writing desk; its drawers contain everything needed to write scrolls. On the desk is an unfinished scroll which will put a Glamor on someone, making them look like Duke Dran. A similar scroll, already completed, is in a sealed

metal tube in the bottom drawer. It is not labelled in any way. Any wizard player messing with this may very well get scorched fingers and find that one of his friends (or he himself – roll randomly) now looks like the noble Duke!

Tarve's other Zombie (ST 13, DX 7, carrying a broadsword) is standing at Z. If anyone enters the room in a way that affects the Zombie's senses, Tarve will know.

71 – The room of the apprentice Winton. The door is not locked. Winton is sitting on the bed (against the far N wall) reading a text on magic. There are large trunks containing clothes against the NW and NE walls; the NW one is locked (4 dice, plus three Lock spells) and contains a jewelled cloak worth \$250, a silver shortsword, and \$830 in gold. The NE one is not locked and contains nothing of value. Under the bed are many books on magic and Winton's magician's chest.

Winton is human (ST 14, DX 13, IQ 10). He is 20 years old, blond-haired, and handsome except for a burn-scar on one cheek (an alchemical experiment misfired). He is not really a bad sort, but when, as a very promising Guild trainee, he came to the attention of Tollenkar, he was easy to buy off with the promise of wealth and advanced training. Right now he's quite happy with the deal he is getting.

His one talent is Literacy. His spells are Staff, Blur, Drop Weapon, Image, Light, Summon Wolf, Aid, Ward, and Lock/Knock. His personal staff lets him use Lightning. He wears red robes and has a jewelled chain worth \$500 around his neck (it's not magical).

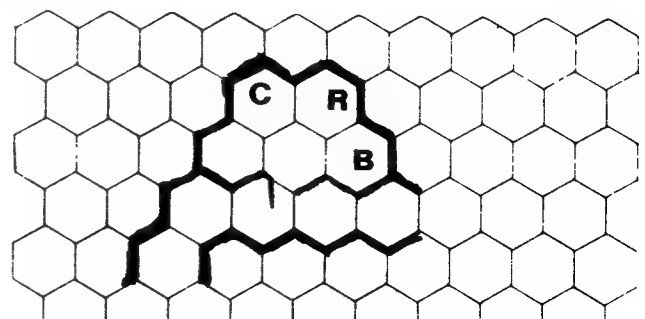
72 – A closet full of assorted clothes – mostly for disguises – including twelve uniforms for the ducal guard, in an assortment of sizes.

73 – This is the room of Ranulf Red-Hand, Tollenkar's personal bodyguard (see Figure 6 - 4). Ranulf is at R. His bed – a great mound of silks, blankets, and furs – is at B. A fur-covered couch is at C. A leather bag containing \$550 in silver is hidden in the bed. There's nothing else in the room. Behind the couch is a short segment of narrow tunnel; it is partly full of extra clothes.

Ranulf (ST 25, DX 17 [14], IQ 8) is the archetypal "human tank." He wears full plate, and his great strength means that it only reduces his MA to 8 and his DX to 14. He fights with a battleaxe – one-handed – and a small shield. He wears a small ax at his belt and a heavy crossbow slung at his back. At the moment he's about to lie down on the couch, and has thrown the crossbow onto the bed.

His talents are Shield, Ax/Mace, Alertness, Crossbow, Sex Appeal, and Horsemanship. He is tall, heavy, and dark-haired; part of one ear is missing. He is extremely proud and quick-tempered; he has never lost a fight in his life, and is too stupid to realize that he's been very lucky.

Figure 6-4



TOLLENKAR'S GATE

Tollenkar did not depend on passwords when he set up his Gate. It works (both ways) by this rule: Tollenkar, Tarve, Winton and Porphyry can pass through freely. No one else may pass through unless they are blindfolded, their hands tied behind their backs, and led by one of the four wizards.

This makes it unlikely that any of the party will go through the gate (even as a prisoner; Tollenkar would kill anyone he captured, after torturing them for information). However, if (through great cunning or a Gate Control spell) any player-character gets through, he/she will appear in a small empty room in a tavern in Dranning. Hugo's House is run by Hugo the Huge (ST 14, DX 12, IQ 10, no armor, carries [and has talent to use] broadsword, cleaver [= small ax] stuck in belt). Hugo is in Tollenkar's pay. If Tollenkar or any of his hirelings get through, they will leave the scene immediately, but send Hugo up to kill anyone coming out of the room. Hugo will be accompanied by two of his own hirelings (roll from Thug Table).

If the players get through the gate before Tollenkar or any of his men, they will still have to talk their way past Hugo (who will know he didn't see them go upstairs, and will suspect they must have used the Gate). Since they will probably be bloody and tired, they may have trouble explaining themselves. However, if they got this far, they have probably finished off Tollenkar and his men; they ought to be able to deal with one fat innkeeper.

REINFORCEMENTS

If this labyrinth is invaded and some of its inhabitants killed, they will be replaced over a period of time. Tollenkar's schemes won't be derailed just because a few adventurers have penetrated his outer defenses.

If any of Little Kess' men are killed, he will find replacements for them. Roll one die each game week and subtract 1 from the total; that is how many men he adds. Once his force is up to its beginning strength of 26, roll one die each game week and subtract 3 from the total, as he continues to recruit.

Any reinforcements Little Kess gets will probably be ordinary thugs and can be rolled from the Thug Table like the others. There is a 1 in 6 chance that any new man will be a better fighter, and will have an attribute total of around 36; the GM may invent these characters. No more than one such person will appear each week, though. If one of Kess' lieutenants is killed, he will pick a new one from among any more-experienced fighters that have appeared. If Kess is killed, the most experienced thug remaining in the gang will take over.

If any braves are killed, Tollenkar will hire replacements *immediately*. The braves will be up to full strength the next time the party appears; the GM may re-use old characters or invent similar ones. If intruders penetrated to the sixth level, Tollenkar will hire enough braves to increase the force by at least two — maybe more.

If Ranulf, Jaggado, Lydia, or any of the apprentices is killed, Tollenkar will *double* the force of braves. He will start looking for a trustworthy replacement for any slain henchman. For each one, there is a 1 in 6 chance each week that he'll find a replacement — the GM can determine the details of any such character.

If Tollenkar is killed, his henchmen and braves will *vanish* the place out and leave very soon — roll one die each day, and on a 6 they leave that day. Little Kess' men will stay (if any are still alive); they know little of Tollenkar and care less.

Any new characters may be placed on the setup as the GM sees fit.

A FINAL NOTE

Tollenkar's Lair starts off on the upper levels as a fairly easy adventure, and rapidly becomes murderous as you descend. Only experienced characters will be able to beard Tollenkar in his den and survive to tell about it. Foolhardy players (or characters) will certainly litter the tunnels with their corpses before you are through with this scenario.

The treasures and rewards are commensurate with the difficulty of the game, as they should be. Kess' thugs have little of value; Kess himself is worth a visit — but he's tougher! And Tollenkar's level offers rich pickings indeed, to anyone who can survive it.

GMs should note, though, that Tollenkar's treasures are there to be used — not to sit there and be picked up after Tollenkar fights without them. Most of the devices and potions will be of use to the evil mage as he defends his refuge . . . many more may be destroyed when the lightning-bolts begin to fly. And much of the wizards' magic is contained in their staves — which are of no use to anyone else. There may be a lot of magic on the sixth level, but nobody is going to come in with a wagon and haul it away. "Give-away" campaigns are no fun.

This situation was deliberately designed to keep most of the enchanted items from "getting into circulation" and unbalancing the game, even if a strong party comes in and smashes Tollenkar and Company, and it is strongly suggested that GMs play it that way.

MAP

It is suggested that GMs take the time to color each level with a colored pencil to match the color suggestions below.

The map screens are—



Level One--Red



Level Two--Orange



Level Three--Brown



Level Four--Green



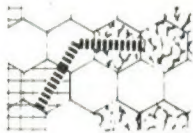
Level Five--Blue



Level Six--Violet

The map symbols:

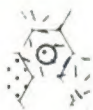
STAIRS from one level down to the next.



SLOPE: a gradual descent from one level down to the next.



SHAFT: an open, vertical tunnel between one shaft and the next. A shaft is assumed to have ladder-rungs of some kind, unless the GM specifies otherwise. A shaft is about a meter wide; it takes up the center hex of its megahex.



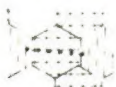
DOOR. The type of door is up to the GM . . . swinging, sliding, etc.



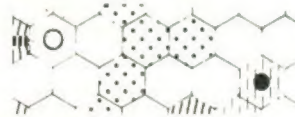
NARROW TUNNEL. This is a stretch of tunnel that is narrower than usual. Instead of being a megahex wide (4 meters), it is only wide enough for one man (1 row of small hexes, or about 1 meter).



CONCEALED TUNNEL. A dotted line shows where one tunnel lies beneath a tunnel on a higher level. The line represents the lower tunnel.



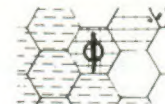
ENTRANCES AND EXITS. A stairway or shaft leading from the surface to the first (red) level is indicated by a white circle. A stairway or shaft leading *downward* from the sixth (violet) level is shown as leading to blackness. A GM may create lower levels, or treat these as dead-ends, as he wishes.



HIDDEN AND LOCKED DOORS. Doors (and trap-doors on shafts) may be hidden, or locked, or both, from either side. An H followed by a number indicates the door is hidden from that side; the number shows the number of dice rolled vs. IQ to see if a character spots it. An L indicates the door is locked; the number shows the number of dice rolled vs. DX to pick the lock. (See the THIEF talent.) A door may be hidden and locked differently from the two sides.



HIDDEN SHAFT (trap door): A vertical line indicates a shaft covered by a trap-door at the top. Shafts may be hidden, or locked, or both, from either side. GMs should make a notation for individual situations.

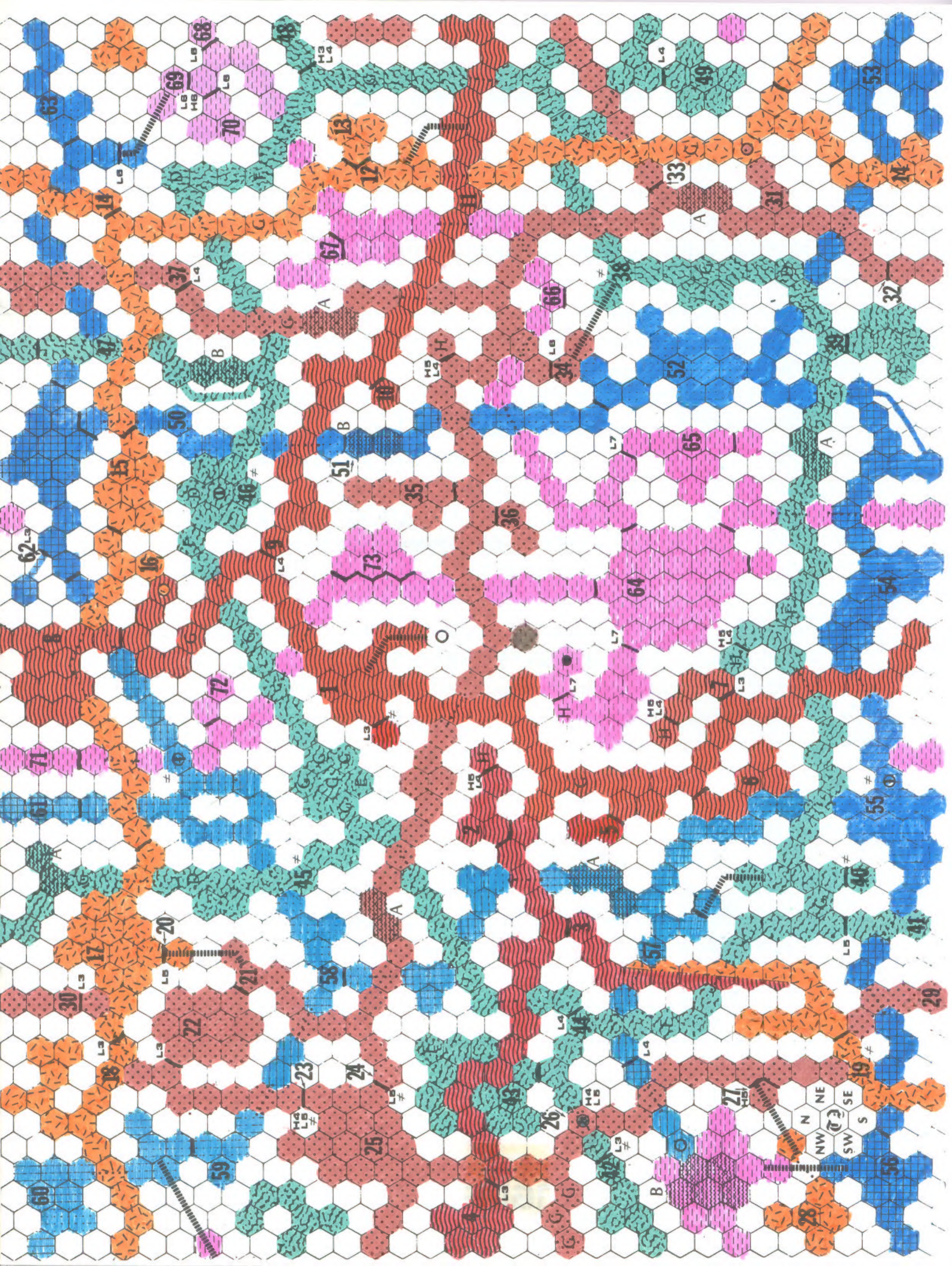


KEY LETTERS AND NUMBERS.

A letter or number refers to the map key; it may represent a trap, a monster, or anything else which cannot be shown symbolically. A good method is to use numbers to represent one-of-a-kind situations (i.e., special dangers or treasures), and letters to represent repeating situations.

WAVY LINES mean water; indicate how deep it is when you make up your map key.





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